

Knights and Merchants

The Peasants Rebellion



MANUAL

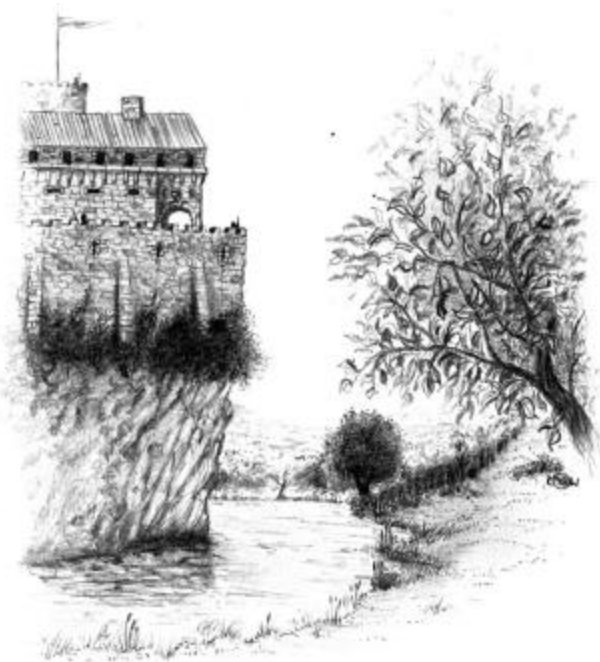


BEW ARE OF OBSESSION

EPILEPSY WARNING 1200 A.D.)

Woe to the brave knights of the kingdom. Sitteth not too long before the moving illusions of Laterna Magica. Terrible dwellers of the darkest corners of hell wait to seize thee with the falling sickness and will plague thee with red hot pokers.

Moderation is every worriers duty. That you never miss the hours of prayer and the vespers, so tat body and soul are ready for the rigors of war and government
For King and country
Be ready with heart and hands.



CONTENTS

EPILEPSY WARNING	1
LICENCE CONDITIONS	2
BEWARE OF OBSSSESSION	4
LIST OF CONTENTS	5
SYSTEM REQUIREMENTS	6
INSTALLATION	6
THE STORY	8
GENERAL GAME DESCRIPTION	12
MAIN MENU	13
GAME MENUS	14
BUILDINGS	17
ABOUT THE KING'S SUBJECTS	45
THE TROOPS	48
BATTLE TACTICS	53
COMMANDS & SHORTCUTS	56
SINGLE PLAYER MODE	59
MULTIPLAYER MODE	60
QUESTIONS & ANSWERS	64
TIPS & TRICKS	66
CREDITS	67

INSTALLATION

SYSTEM REQUIREMENTS

Minimal:

- Pentium 233 MHz
- 64 MB RAM
- 4 MB graphic card
- 16 Bit Sound card
- 90 MB free disk space
- 4x CD-ROM Drive
- Mouse
- DirectX 8.0
- Windows 95 / 98 / Me

Recommended:

- Pentium 300 MHz
- 128 MB RAM
- 8 MB graphic card
- 16 Bit Sound card
- 300 MB free disk space
- 8x CD-ROM Drive
- Mouse
- DirectX 8.0
- Windows 95 / 98 / Me

INSTALLATION

Lay your sword and shield to the side, switch on your computer and start Windows 95/98. Place the CD-ROM in the CD-ROM drive. "Knights and Merchants" uses the Auto-start facility from Windows 95/98, therefore the start menu with several options appears automatically. Please click on the option Install, this starts the installation program.

INSTALLATION

THE INSTALLATION PROGRAM

First of all you must choose in which target directory "Knights and Merchants" is to be installed. If you agree with the pre-set standard settings in the directory "C:\Programme\KaM – The Peasants Rebellion" click on NEXT otherwise on SEARCH on the following menu you can enter the target path and hard disc either under the word Path manually or you can use an already existing directory under the list of sub directories. The installation hard disc you can change on the menu option drive. Please consider that Knights and merchants requires 300 MB free space on your hard drive. When you have chosen an appropriate directory click on OK and then on Next.

Now the choice of the desired program file for the Windows Start Menu follows. A new program file with the name Knights and Merchants is created as standard, if you want to use another name for the file change the standard setting in the corresponding window or select an existing name from the drop down list. Click on NEXT to start copying the installation data. By activating the Quit button you can stop the installation any time. After the copying of the installation data click on Finish.

It is also necessary to have a version of DirectX 8.0 or higher installed. If you have installed a new game recently this probably will not be necessary, if you are not sure if DirectX is present on your computer please click on "INSTALL DirectX in the Auto-start Menu and follow the directions on the screen.

THE STORY

"Ah, the King's new herald honors me with his presence. Please take a seat my Lord. I have an excellent brandy in my desk which has just been waiting for such an auspicious occasion. The war has lasted many years and until now the rebels have always been victorious. Sadly, the first born son of our monarch is the leader of these scoundrels

How can it have come to this? You may well ask,. It is along story. King Karolus had reigned unchallenged and uncontested for many years and was loved as much by his subject as by his vassals. His judgements were fair and his rule was wise. Hardly a soul in his regency suffered from hunger or was plagued by worries. Of course, in the beginning, there were some who were discontent and some Baron would rise up and reach for the crown, but King Karolus would quash every attempt in the bud, the rebels should learn that Karolus could also rule with an iron fist when the need arose.

He stood against his adversaries with fire and sword and did not rest until none, who would dare to contend his right to rule were left alive. The county was at peace so that trade and crafts could blossom and grow to unimaginable success.

Then, as an heir to the throne was born, every thing seemed to be at its very best. The hour of Prince Lothar's birth was over shadowed by some bad omens, which is why His Majesty hurriedly had the horoscope of the young prince made up. None less than the renowned Master, Johann von Moorbach consulted the stars about the destiny of the heir to the throne.

The wise man prophesized that the young Prince had a glowing future, no one would be his equal, a tower in battle and would become a victorious commander. His name alone as a battle cry would suffice in filling the hearts of his enemies with unconfined fear and horror

Prince Lothar had cleverest minds in the entire kingdom as his tutors and mentors and he was for them a very attentive student. He was especially talented in the crafts of war, whether with bare fists or with the sword but also proved to be a born leader. He demonstrated his tactical skills for the first time in his campaign against the wild, uncivilized inhabitants of the high north, who descended onto the borders of our realm.

THE STORY

The breach between father and son came gradually. At that time no one could see the dark clouds gathering over the King's palace. Prince Lothar had always been an obedient son, the pride of his family and an honorable Knight, flawless and fearless. The young Prince was hardly out of his boyhood when his Majesty decreed he should rule as Governor in a small province. At the time I also spoke in all modesty for the King's decision.,

The king was of the opinion that it would be possible for the heir to the throne to learn how to govern not only from his tutors and books. No one was surprised as the Crown Prince mastered this task with ease. In only two years, the sleepy province became a flourishing town and the most important regional market. Through excessive harvests and the intensive exploitation of new sources of raw materials the seat of the Prince became wealthy and was in the position of being able to support a large militia to keep up law and order. Also had a palace built in which he accommodated dozens of young knights. Every meal was served on gold crockery, the finest wines from the south were brought to their tables and jugglers minstrels and dancing girls entertained the Prince's noble followers, while they enjoyed the very best food.

Because at that time peace ruled overall in the country the prince and his subjects began to get bored, and although, hunts, tournaments and military maneuvers were organized for their motivation, conflicts arose between the Knights and country people in the neighboring provinces.

During one such conflict a man was killed and a mill was burned down. There were a lot of witnesses who could state that it was followers of the Prince who were responsible for the murder, whose subjects were involved, who went to the King to bring charges against Prince Lothar's dastardly knights. With a heavy heart, but without hesitation King Karolus passed his judgement over the dishonorable brigands.

„Death by hanging!“ a mounted messenger was sent to bring the Prince the judgement with the royal seal. The messenger never again saw the capital city and my inquiries revealed that the courier apparently never reached Lothar's province. Royal messengers are under the personal protection of the King, and Karolus was terribly angry at the loss of his loyal subject

THE STORY

The King ordered your predecessor, Herald Hilpert von Rodgau to bring the Prince a second document and ordered half of his life guards to accompany the Herald to ensure that this time justice was done.

Prince Lothar did not treat the King's Herald with appropriate respect and left him waiting for days for an audience until the good natured lord of Ridge had had enough and forced a discussion, flanked on either side by the King's guard. Lothar was annoyed at the disturbance of peace in his home and refused to carry out his father's instructions. The composure and prudence of the old Herald has in the meantime become a legend in the Kingdom, with all his energy he tried to persuade the young Prince to reconsider his disobedience.

The prince did not listen to the herald's pleadings, but increased the gravity of the matter by even insulting that worthy old man, whereupon the king's retinue departed for the capital to carry to the king the sorry tidings of his son's scorn for the royal oath of duty and faith the crown.

Upon hearing the news, our king likened a man struck down. He consulted with the herald and my own humble self for many hours, until at last, he was convinced. He judged that his son should be removed from his position of governor. Yet again, an emissary was dispatched to the prince, only to return a few days later with the answer; Prince Lothar refused to give up his privileges and would never leave his new home! Verily, now was the king beside himself with rage, and dispatched an army against his rebel son, to force the prince through military might to adhere to his oath of allegiance.

The prince, had in the meantime built up a large army of his own, which indeed taught the King's troops a lesson in military tactics. The king's General, defeated by a provincial army, returned to the capital. With countenance reddened with anger and trembling voice, the king declared his son an outcast and forthwith an enemy of the realm.

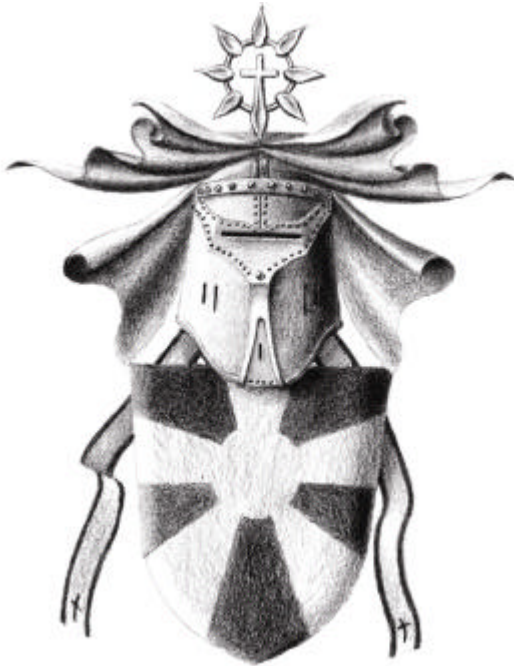
With the first blow of the sword all the land was plunged into civil war. many barons joined forces with the traitor Prince, hoping to gain rich rewards and new lands.

THE STORY

the following years were full of sadness and suffering for those who remained loyal to the King. The prophecies of the Master, Johann von Moorbach, had indeed proven to be true, but it was Prince Lothar's own countrymen who fell into a state of terror and panic at the mere mention of his name.

Those who have not been destroyed through the cruelties of war or mercenary plundering were killed by plague or starvation. Good Herald, you have before you a task of eminent importance. This is our last place of refuge, no further retreat can be made, and we can expect no mercy from our enemies.

But do not be too impetuous in your haste to confront the enemy, noble Herald! Before going headlong into battle, I would suggest, a ride through the lands remaining to us would be a great benefit to you. Certainly, it would interest you greatly to learn more about the trading practices and ways of our simple folk.



GENERAL GAME DESCRIPTION

At the start of the game, you see the heart of your town on screen. Your storehouse. Generally, a left click on a building or one of your subjects displays information about that building or person in the lower part of the control panel. Use this technique to gain information about the stores your king has made available to you for the construction of your settlement.

To establish an efficient economy and bring your town to life, you must first order a schoolhouse built. To do this, click the Hammer symbol or press "1" on your keyboard (see Short Cuts) to activate bricks window. It displays all construction orders as symbols. if you move your cursor over a building symbol, a description of that building appears on the lower edge of your screen. Click the Book symbol (the second in the upper row) and move your cursor around the countryside. On a suitable site (see the section entitled "Building Construction Menu"), left click to select that site for construction. One of your laborers starts to level the land.

For your serfs to transport the necessary materials (six boards and five stones in this example) to your construction site, you need a road to the storehouse. To create a road you must highlight the road's position while you are in the activated Building Construction Menu (Top left). Laborers immediately start to level the ground where the road is to be built. Each road section needs one stone, which your laborers must fetch. When the road is finished, serfs hurry to transport building materials to the construction site. Then schoolhouse construction can begin.

When the schoolhouse is finished, build an inn for feeding the civil population. Make sure you always have enough wood and stone in your storehouse. The other steps for establishing a functioning economy are explained in the mission training book (Tutorial). There is also a useful "Tips & Tricks" section at the end of this manual.

THE MAIN MENU

After the start of the game the main menu appears offering you the following options.



Play Tutorial

Starts the training mode. Before you move into battle, you should use this option to get rid of your opponents.

Campaign „The Shattered Kingdom“

Starts the campaign „The Shattered Kingdom“.

Campaign „The Peasants Rebellion“

Starts the campaign „The Peasants Rebellion“.

Play Single Map

Begins a net work game scenario for one player.

Load Savegame

Continues an old campaign.

Multiplayer

Game begin for several players (Network).

Credits

Credits: a list of people who worked together in the development of this product.

Leave Programm

Exits the game.

Resolution in game

Here you can adjust the screen resolution:(possible settings 800x600, 1024x768, 1280x960 and 1280x1024).

THE MENUS



BUILDING CONSTRUCTION MENU

(Symbol: Hammer / " Key 1 ")

In this menu you can see the currently available building task. At the start of the game only a few building options are available to you, because some buildings are dependent on each other (see the section entitled "Buildings")

For example, you can construct a sawmill only if you already have a woodcutter's hut to supply your sawmill with wood. When you select a type of building, the raw materials needed (for example, timber and stones) are displayed. After you highlight a construction site with a left-click, the select citizens. Then connect your site by road to your storehouse so that building materials can be transported to your construction site.

When selecting a site, note the blue border of your future building. Red crosses on or within the border indicate an unsuitable site. And always watch where you place the building entrance: it must connect to your road.

Fields and vineyards can only be placed on fertile land, so check the surrounding area for productive fields before you build a farm or vineyard. However, you can build a house on barren ground.

Mine construction has special requirements. When you have selected a good mine site, check again to make sure there are plenty of raw materials on hand. Iron and gold mines are driven into the mountain, whereas coal mines are placed directly over the coal deposits.

To remove highlighting, or to demolish finished buildings, select and click on the upper right X symbol.

You can close the Building Construction Menu whenever you want by right-clicking or pressing the Escape key.

THE MENUS



DISTRIBUTION OF GOODS.

(Symbol: Scales/Key "2")

Here you can set your priorities for supplying buildings with the four main raw materials: iron, coal, timber, and cereal products. For example, it is possible by under-production of your pig farms to concentrate cereal deliveries to that area, but consider that now you may not have enough supplies available for your mills or horse breeding.

STATISTICS

(Symbol: Slide rule / Key"3")

In the statistics you can see the buildings currently available. The number tells you how many finished production centers of a particular kind you have. The right column displays the number of trained subjects, the occupation corresponds to the buildings in the same line. If you don't have enough trained personnel available, a message is displayed.

Important for the creation of the economic system is the number of workers and helpers pay attention that you always have enough working subjects. As you gain game experience, you will learn the optimum numbers required.



THE MENUS



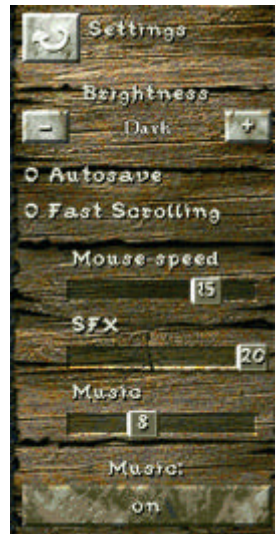
OPTIONS MENU

(Symbol: Feather / Key "4")

Here you can save and load your game, and play your favorite music on the CD player.

In the submenu “Settings”, you can select Autosave, that means that the game is automatically saved onto the 10th save slot about every three minutes.

Select Fast Scrolling, to double the scrolling speed. The three sliders change the cursor speed, sound volume, and music volume.



THE STOREHOUSE

Your trading and commercial system revolves around the storehouse. All items manufactured in your production centers are transported to this building by your subjects.

Reserves of gold, weapons and food can often serve as starting capital for the building of your towns. In small settlements, one storehouse is enough, but the larger your villages become, the more advantageous it is to build specialized storehouses (for example, for storing only raw materials for food).



If you click once on a storehouse with your Magnifying Glass cursor, the contents of the storehouse are displayed on the control bar.

Each item has its own icon. You can stop deliveries of items to your storehouse with a simple click on the corresponding icon.

As confirmation a red arrow in the icon corner is shown, indicating that from now on you can have that item transported away from the storehouse, but no more deliveries of the item to your storehouse will be made.

You can reverse this at any time by left-clicking on the particular icon.

THE SCHOOLHOUSE

New workers are trained in the school house. Each training costs a chest of gold. You must ensure that there is always enough gold in the storehouse to receive new units at any time. If you need several military units it is recommended that you build several school houses to accelerate the training process. Keeping the gold foundry close by will help to accelerate gold deliveries.



You can place five units of any occupation group in a queue who will then be trained as their turn comes. To do this click on the arrow in the bottom edge of the interface bar for the various occupations until you find the one you want appears in the central picture above the arrow buttons and activate the Execute button underneath. Each click results in a further subject of the chosen occupation being placed in the queue. The status bar directly above the queue indicates how far advanced the training is for a particular unit. To the left of this bar is a button for halting the current training. If you want to cancel the training of one subject, click on the corresponding area of the queue. In advanced stages of the game you will need mainly helpers and recruits, therefore the Almighty has given the arrow symbol magical powers. A right click on an arrow pointing to the left takes you back to the beginning (helpers), a click on the counterpart at the end of the occupation list (recruits).

You can check the progress of training on the large school clock.

THE INN

GOODS NEEDED:



Bread



Sausage



Wine

GOODS PRODUCED:

none

INHABITANT:

none

BUILDINGS REQUIRED:

Bakery
Butcher
Vineyard

RELATED BUILDINGS:

none

CONSTRUCTION COSTS:



Wood x 6



Bricks x 5



Your folk must be provided with food. The citizens go to the guest house independently to still their hunger. It is understandable that the guest house must always be well supplied to avoid the starvation of “His Majesty’s subjects. The guest house should be built in the town center so each citizen can reach it quickly. For a remote settlement an additional guest house should be built.

Your soldiers do not go to the guest house, if you wish they supplied with food at their location.

THE QUARRY

GOODS NEEDED:

none

GOODS PRODUCED:



Stones x 3

INHABITANT:



Stonemason

BUILDINGS REQUIRED:

none

RELATED BUILDINGS:

Watchtower
Construction Sites
Roads

CONSTRUCTION COSTS:



Wood x 3

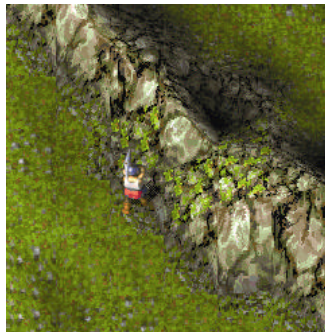


Bricks x 2



The woodcutter fells trees for the sawmill in the deep woods of the countryside. After he's felled all available trees, he turns his attention to reforestation. However, if you only need to clear the trees to make room for town construction, then you should dismantle the woodcutter's hut after the trees have been cut down and cleared.

Try to put the wood cutter's hut near your sawmill to ensure that the timber is processed quickly and efficiently. Deciduous and evergreen trees are purely for further processing, but your woodcutter won't touch palms or dead trees.



THE WOODCUTTER'S HUT

GOODS NEEDED:

none

GOODS PRODUCED:



Timber

INHABITANT:



Woodcutter

BUILDINGS NEEDED:

None

RELATED BUILDINGS:

Saw mill

CONSTRUCTION COSTS:



Wood x 3



Bricks x 2



The woodcutter fells trees for the sawmill in the deep woods of the countryside. After he's felled all available trees, he turns his attention to reforestation. However, if you only need to clear the trees to make room for town construction, then you should dismantle the woodcutter's hut after the trees have been cut down and cleared.

Try to put the wood cutter's hut near your sawmill to ensure that the timber is processed quickly and efficiently. Deciduous and evergreen trees are purely for further processing, but your woodcutter won't touch palms or dead trees.

THE SAW MILL

GOODS NEEDED:



Timber

GOODS PRODUCED:



Wood x 2

INHABITANT:



Carpenter

BUILDINGS NEEDED:

Woodcutter's hut

RELATED BUILDINGS:

Weapons workshop

Armory workshop

CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



Wood is important for town construction. You need a certain amount of wood for each and every building constructed. And the vine lattices in the vineyard are manufactured solely from wood.

The timber processed from the felled trees is delivered to the weapons and arsenal workshops. The carpenter saws each tree trunk into two boards. Try to erect your sawmill near woods and the woodcutter's hut. And if you want to produce a lot of weapons, you need several sawmills

THE VINEYARD

GOODS NEEDED:

None

GOODS PRODUCED:



Wine

INHABITANT:



Farmer

BUILDINGS NEEDED

None

RELATED BUILDINGS:

Inn

CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



You have to construct a vineyard to supply the inn with tasty wine for its patrons.

Construct this building near fertile ground to enable the farmer to plant his vines nearby. When the grapes are ripe, they are picked and pressed. The wine barrels are then delivered directly to the inn.



THE FARM

GOODS NEEDED :

None

GOODS PRODUCED:



Wheat

INHABITANT:



Farmers

BUILDINGS NEEDED:

None

RELATED BUILDINGS:

Mill

Swine farm

Stables

CONSTRUCTION COSTS::



Wood x 4



Bricks x 3



The farms are the basis of all your food supplies. The farmer sows and harvests the wheat needed by the mill, the swine farm, and the stables. Construct farms as quickly as possible, because the wheat you plant needs time to grow. You should construct a farm for each building that needs wheat, and always build near fertile land so your farmer can work his field directly in front of his own door.



THE MILL

GOODS NEEDED:



Wheat

GOODS PRODUCED:



Flour

INHABITANT:



Baker / Miller

BUILDINGS NEEDED:

Farm

RELATED BUILDINGS:

Bakery

CONSTRUCTION COSTS



Wood x 4



Bricks x 3



The giant sails of the windmill turn the wheels that grind the wheat into flour. If a farm is nearby, delivery of wheat is assured. The sacks of flour produced in the mill are delivered to the bakery where they are made into tasty bread. The resident baker doubles as a miller and can be employed in both mill and bakery.

THE BAKERY

GOODS NEEDED :



Flour

GOODS PRODUCED:



Bread x 2

INHABITANT:



Baker / Miller

BUILDINGS NEEDED

Mill

RELATED BUILDINGS:

Inn

CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



The flour sacks delivered from the mill are processed into bread here. The baker, who can also be employed in the mill, bakes two loaves from one sack of flour. The loaves are eaten in the inn by the hungry citizens or are taken to soldiers by serfs.

Make sure you have enough bread on hand; otherwise, so that there is no threat of starvation

THE SWINE FARM

GOODS NEEDED:



Wheat

GOODS PRODUCED:



Pigs



Skins

INHABITANT:



Animal Breeder

BUILDINGS NEEDED:

Farm

RELATED BUILDINGS:

Butcher

Tannery

CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



Pig breeding needs a lot of wheat. Each pig must be sufficiently fattened before the pig breeder slaughters it. The butcher gets the meat, and the tannery gets the hide.

The production of leather for armor and pork for feeding the citizens is very important.

Construct the pig farm near a farm to ensure the steady delivery of wheat.

THE BUTCHER

GOODS NEEDED:



Pigs

GOODS PRODUCED:



Sausages x 3

INHABITANT:



Butcher / Tanner

BUILDINGS NEEDED:

Swine farm

RELATED BUILDINGS:

Inn

CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



The people just love the sausages produced here. The sausages are very filling, which makes them the ideal food.

If you ensure that your inn gets continual deliveries of these sausages, your people will not go hungry.

To make three sausages, the butcher needs one pig, which is bred at the swine farm. Place your inn near your butcher to ensure swift delivery of the meat.

THE FISHERMAN'S HUT

GOODS NEEDED:

None

GOODS PRODUCED:



Fish

INHABITANT:



Fishermen

BUILDINGS NEEDED:

None

RELATED BUILDINGS:

None

CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



Fish was always a healthy alternative, since long before the middle ages. The fisherman casts his hook into a lake and brings fresh fish onto the table. The fish that he catches are brought direct to the storehouse.

The fisherman's hut should be placed near a lake so that your subjects can be served with fresh fish.

THE TANNERY

GOODS NEEDED:



Skins

GOODS PRODUCED:



Leather Roll x 2

INHABITANT:



Butchers / Tanners

BUILDINGS NEEDED:

Swine farm

RELATED BUILDINGS:

Armory workshop

CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



Leather armor production is necessary for equipping axe fighters, bowmen, lance carriers, and scouts.

The tannery receives hides from the swine farm and processes them into leather. The butcher, who doubles as tanner, produces two rolls of leather from one piskin. These rolls are then delivered to the armory workshop for further processing. The tannery should be as near as possible to the armory workshop.

THE STABLES

GOODS NEEDED:



Wheat

GOODS PRODUCED:



Horses

INHABITANT:



Animal Breeder

BUILDINGS NEEDED:

Farms

RELATED BUILDINGS:

Barracks

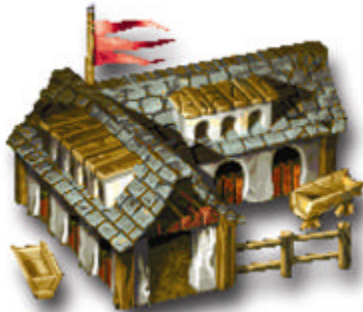
CONSTRUCTION COSTS:



Wood x 6



Bricks x 5



Similar to pig breeding, the stables need a huge amount of wheat to feed growing horses. The breeder feeds each horse about one bale of wheat until it is mature and be used by the cavalry, therefore a farm a farm should be built near the stables to a continual supply of wheat. When the horses are grown they are led straight to the barracks where riders are waiting for them.

If you need a lot of scouts and knights, several stables are needed for the quickest raising of horses as possible

THE WEAPONS WORKSHOP

GOODS NEEDED:



Wood

GOODS PRODUCED:



Hand Axe



Lance



Bow

INHABITANT:



Carpenter

BUILDINGS NEEDED:

Sawmill

RELATED BUILDINGS:

Barracks

CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



The weapons workshop produces the three lighter weapons: the hand axe, the bow, and the lance. It costs two wooden boards to make one of these weapons. To produce large quantities of weapons, a great deal of wood is needed.

To enable the workshop to keep production flowing, you need two sawmills.

The carpenter works to your commands, turning out the different weapons as you order them. The weapons manufactured here are placed in the barracks to equip the recruits. The construction of several workshops only makes sense if you have a high stock of wood.

THE ARMORY WORKSHOP

GOODS NEEDED:



Leather Rolls



Wood

GOODS PRODUCED:



Leather Armor



Wooden Shield

INHABITANT:



Carpenter

BUILDINGS NEEDED:

Sawmill

Tannery

RELATED BUILDINGS:

Barracks

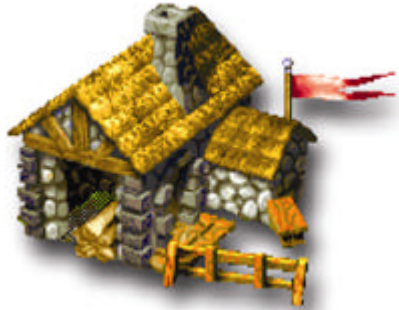
CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



Leather armor and wooden shields are produced for your soldiers here. One roll of leather makes one suit of leather armor, and one timber board makes one wooden shield. You must personally order the goods so that your carpenter knows what to produce next.

This workshop should be near the barracks, to enable effective and speedy armor delivery. The axe fighters, lance carriers, bowmen, and scouts all need leather armor for their training. The axe fighters and the scouts need the wooden shields.

THE COAL MINE

GOODS NEEDED:

None

GOODS PRODUCED:



Coal

INHABITANT:



Miner

BUILDINGS NEEDED:

None

RELATED BUILDINGS:

Metallurgy Foundry

Iron Smithy

Weapons Smithy

Armor Smithy

CONSTRUCTION COSTS:



Wood x 3



Bricks x 2



The production of coal is necessary for many of the buildings. You need a lot of coal for the production of gold and steel. The smiths also need coal for manufacturing their goods.

Try to construct several mines as speedily as possible to meet the demand for coal. As a rule of thumb, you need one mine for every building that requires coal. If deposits in one mine are depleted, a message is displayed.



THE IRON MINE

GOODS NEEDED :

None

GOODS PRODUCED:



Iron Ore

INHABITANT:



Miner

BUILDINGS NEEDED:

None

RELATED BUILDINGS:

Iron Smithy

CONSTRUCTION COSTS:



Wood x 3



Bricks x 2



The shafts of iron mines are driven deep into the hills to get at the valuable ore, which is then taken to the iron foundry to be made into solid iron for the production of heavy weapons and armor. When the iron ore vein is exhausted, dismantle the mine and reconstruct it over a new vein. When the vein is exhausted, a message is displayed. iron ore is easy to recognize, being bluish in color in the red rock of the hill.



DIE GOLD MINE

GOODS NEEDED:

None

GOODS PRODUCED:



Gold Ore

INHABITANT:



Miners

BUILDINGS NEEDED:

None

RELATED BUILDINGS:

Metallurgy Shop

CONSTRUCTION COSTS:



Wood x 3



Bricks x 2



The training of new serfs is financed by gold chests. Gold also pays for the recruitment of new soldiers. The gold mine extracts the gold ore out of hillsides containing gold veins. To manufacture gold chests, you need the metallurgy shop, which should be constructed near your mine. After a time, the vein will be exhausted, so you must dismantle your mine and construct it again on the site of a new gold vein.



THE METALLURGY SHOP

GOODS NEEDED:



Gold Ore



Coal

GOODS PRODUCED:



Gold Chests

INHABITANT:



Metallurgist

BUILDINGS NEEDED:

Gold Mine

Coal Mine

RELATED BUILDINGS:

Schoolhouse

CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



Here, the raw gold from the mine is processed into gold chests. Using coal, the foundry worker smelts the ore. The resulting gold chests are then taken to the schoolhouse, where they are used to pay for the training of serfs, laborers, and recruits. You should always have enough gold on hand to train the people you need. And, of course, always have enough coal mines to guarantee the supply of coal.

THE IRON SMITHY

GOODS NEEDED:



Iron Ore



Coal

GOODS PRODUCED:



Iron

INHABITANT:



Metallurgist

BUILDINGS NEEDED:

Iron mines

Cole mines

RELATED BUILDINGS:

Weapons Smithy

Armor Smithy

CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



To obtain iron, the foundry worker smelts iron ore at very high temperatures. You can imagine, this consumes a lot of coal! Construct foundries near iron and coal mines, to enable effective and fast delivery of the raw materials. The finished product is used in the weapons workshops and armory for manufacturing dangerous weapons. Construct several foundries only if you have enough iron ore and coal supplies.

This building is vital for the production of heavy and dangerous weapons of war.

THE WEAPONS SMITHY

GOODS NEEDED:



Coal



Iron

GOODS PRODUCED:



Sword



Pike



Crossbow

INHABITANT:



Smith

BUILDINGS NEEDED:

Iron Mine

Coal Mine

RELATED BUILDINGS:

Barracks

CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



The soldiers' most powerful weapons are manufactured here. Only coal and iron are used in the production process, so it is a little different from the weapons workshop. The weapons which are produced here depends on you wishes. They must be ordered by you. Swords, pikes, and crossbows are then taken straight to the barracks, to be distributed among the recruits.

If possible, construct the iron foundry, coal mine, and barracks near to each other. This building is vital for weapons production, so make sure it's well protected from enemy attacks at all times.

THE ARMOR SMITHY

GOODS NEEDED:



Iron



Coal

GOODS PRODUCED:



Steel Armor



Steel Shield

INHABITANT:



Smith

BUILDINGS NEEDED:

Iron Smithy

Coal Mine

RELATED BUILDINGS:

Barracks

CONSTRUCTION COSTS:



Wood x 4



Bricks x 3



You can order heavy armor and shields here. The smith only produces what you order. He needs coal and iron for the manufacture of heavy armor. Construct this building near a coal mine to ensure a steady supply of coal for your smith. The barracks should also be placed close at hand, enabling quick delivery of the armor to the waiting recruits.

When you order different sorts of armor, your smith finishes one sort first, then starts on the next.

THE VEHICLE WORKSHOP

GOODS NEEDED:



Iron



Wood

GOODS PRODUCED:



Catapult



Ballista

INHABITANT:



Carpenter

BUILDINGS NEEDED:

Iron Smithy

RELATED BUILDINGS:

None

CONSTRUCTION COSTS:



Wood x 5



Bricks x 2



In this workshop the heavy machines of war are produced. Iron and wood are needed in the Production. The Iron Smithy should be placed near by to guarantee a fast supply of material.

This building should also be protected from enemy attack.

THE BARRACKS

GOODS NEEDED:

All weapons and armor

GOODS PRODUCED:

None

INHABITANT:



Recruit

BUILDINGS NEEDED:

Weapons Smithy
Armor Smithy
Armory workshop
Weapons Workshop
Stables

RELATED BUILDINGS:

None

CONSTRUCTION COSTS:



Wood x 6



Bricks x 6



The barracks is the center of all your military activity. The recruits who have finished their training in the schoolhouse go directly to the barracks, where they are equipped with weapons, armor, and horses. Depending on what weapons and armor you have in store, you can put together different kinds of units.

Always keep an eye on your barracks, to protect them from enemy attacks. It's better to have the smiths and workshops near your barracks to speed up deliveries of much-needed armor and weapons.

THE WATCHTOWER

GOODS NEEDED:



Bricks

GOODS PRODUCED:

None

INHABITANT:



Recruit

BUILDINGS NEEDED:

Quarry

RELATED BUILDINGS:

None

CONSTRUCTION COSTS:



Wood x 3



Bricks x 2



Construct as many watchtowers as possible. They protect your town from attack. The tower is filled with stones that a recruit hurls down on the enemy. Try to place these towers near to each other, because the recruit has to eat at the inn now and then, leaving the watchtower unattended.

But watch the enemy bowmen! They can damage your tower easily with their arrows, without being endangered themselves.

THE TOWN HALL

GOODS NEEDED:



Gold

GOODS PRODUCED:

None

INHABITANTS:

None

BUILDINGS NEEDED:

School house

RELATED BUILDINGS:

None

CONSTRUCTION COSTS:



Wood x 6



Bricks x 5



So that your town is adequately protected from attack you should build a town hall.

Your advantage is that units, trained in the town hall only cost a certain amount of gold but are available to you immediately.

The following units can be trained in the town hall:

Units	Gold
Rebel	
Militia	
Squire	
Vagabond	
Warrior/ Barbarian	

ABOUT THE KING'S SUBJECTS

A horde of industrious serfs delivers your finished products to the correct buildings. If have too many goods or products in your production centers, order the schoolmaster to instruct more serfs. But to enable the serfs to perform their tasks quickly and efficiently, always connect your individual buildings with roads.



Serfs

The laborers construct your roads and buildings. They also construct your cornfields and vineyards. The more laborers you have, the quicker your town is constructed.



Laborers

No houses or streets can be built without bricks. The stonemasons hew large stones from the quarry and process them into building materials needed for house and road construction.



Stonemasons

The woodcutters supply the sawmill with wood. They are also responsible for reforestation in the areas where all trees have been felled.



Woodcutters

Your most versatile servants are the carpenters. They not only manufacture timber, but also work in the weapons workshop and the armory workshop.



Carpenters

ABOUT THE KING'S SUBJECTS

The farmers plant and harvest the corn and take care of the vineyard.



Farmers

The bakers work in the bakery and the windmill. Their valuable work helps feed the population.



Bakers

The animal breeders work on the pig farm and in the stables. They feed your pigs and horses with corn until the pigs are ready for slaughter and the horses are ready for your cavalry.



Animal Breeders

The butchers work in two locations: the tannery and (of course) the butcher shop. They supply you with leather and sausages.



Butchers

The fishermen casts his line into the lake and supplies your subjects with fish.



Fishermen

ABOUT THE KING'S SUBJECTS

The metallurgists are found in the metallurgy shop and the iron smithy. They supply you with gold and steel, but only if they have enough raw material on hand for their smelters.



Metallurgists

The blacksmiths manufacture all your heavy weapons and armor, using a lot of coal in the process.



Blacksmiths

The miners are responsible for supplying you with raw gold, iron ore, and coal.



Miners

The raw recruits come out of the barracks as brave soldiers, ready to protect your Kingdom.. But it's the recruits who have the often boring job of manning the watchtowers and hurling stones down upon the enemy should they try a sneak attack. In case of imminent war, try to build a lot of schoolhouses to train recruits.



Recruits

THE TROOPS

The infantry, i.e. **Militia**, **Axe fighters** and **Swordsmen**, can be deployed against all enemy units. Their specialty is the “Storm Attack” and can only be carried out by these troops, who, by these fast attacks run at high speed towards the enemy to get into battle quickly. Also attacks against bowmen and crossbow men do not cause many casualties as the storming soldiers are much harder to hit. The infantry can also protect the cavalry from enemy lancers and save the riders from fighting at close quarters.

Die Militia is the weakest unit under the infantry units and should only be used for the most urgent defense situations or by an extreme excess of gold.

The Axe fighters needs leather armor a wooden shield and a battle axe. He can be created additionally to the **Swordsmen** who needs completely different equipment.

The Swordsman is created with the help of steel armor, a steel shield and a sword..



Militia

Attack: 35%
Armor: 0%
Equipment needed:



Axe fighter

Attack: 35%
Armor: 50%
Equipment needed:



Sword fighter

Attack: 55%
Armor: 70%
Equipment needed:



THE TROOPS

The cavalry is the fastest unit in the field and is therefore great for scouting forays and surprise attacks. Long-range enemy fighters can be reached quickly by these **scouts** and **knights**, and they do not usually have too many casualties among themselves. **Scouts** need a battle axe, leather armor and a wooden shield.



Scout

Attack: 35%

Armor: 50%

Equipment needed:



A sword, steel armor and a steel shield are required for the creation of **knights**. Both units of course need horses.



Knight

Attack: 55%

Armor: 70%

Equipment needed:



THE TROOPS

The **lancers** are the ultimate protection against enemy cavalry, because they can quickly unsaddle enemy riders with their long lances.

Lancers are equipped with leather armor and a lance. The **pike carriers** have steel armor and a pike. Because they cannot keep up with the cavalry they are mostly used for defense purposes. Support of your own cavalry against enemy riders is the only way to use them for an attack.

Your long-range weapons are the most important tactical element in battle.

Bowmen and **crossbowmen** can attack the enemy from a safe distance without suffering casualties themselves. But don't let them get involved in the hand-to-hand stuff as they have no armor of their own. Protect them with other troops.

The equipment needed for a **bowman** is a bow and leather armor. A crossbow and steel armor are needed for a **crossbowman**.



Lancer

Attack: 25%

Armor: 50%

Attack against

Cavalry: +55%

Equipment needed:



Pikemen

Attack: 35%

Armor: 70%

Attack against

Cavalry: +80%

Equipment needed:



Bowman

Attack: 35%

Armor: 50%

Equipment needed:



Crossbowman

Attack: 100%

Armor: 70%

Equipment needed:



THE TROOPS

TRAINING IN THE TOWNHALL

Rebels are good protection against the enemy cavalry. With no more than a pitch fork they can unsaddle a rider very quickly. A rebel costs one chest of gold.



Rebel
 Attack: 25%
 Armor: 25%
 Attack against
 Cavalry: +60%
 Gold:



The Militia is the weakest unit under the infantry units and should only be used for the most urgent defense situations or by an extreme excess of gold. Training the **Militia** costs two cases of gold.



Militia
 Attack: 35%
 Armor: 0%
 Gold:



The Squire with his catapult is well suited to fighting at a distance. Because this type of troop has no defense other troops should be used to protect them. The serf costs two cases of gold.



Squire
 Attack: 35%
 Armor: 25%
 Gold:



The Vagabonds are a very fast unit and is perfect for reconnaissance and surprise attacks. He is armed with a battle axe and costs three cases of gold.



Vagabond
 Attack: 40%
 Armor: 25%
 Gold:



THE TROOPS

TRAINING IN THE TOWNHALL

The **Warriors** are the strongest unit in the game. With his big battle axe he fights heroically against the enemy infantry. But beware! When the opposing bowmen and crossbowmen are being deployed. To train a warrior costs five chests of gold.



Warrior

Attack: 75%

Armor: 50%

Gold:



The **Catapult** and the **Ballista** have a very long range and are therefore well suited to distance fighting, the **Catapult** can throw very large stones over a great distance or behind enemy walls.



Catapult

Attack: 3x50%

Armor: 25%

The **Ballista** is deployed in the battle field and is also used as a fortification and siege engine.



Ballista

Attack: 100%

Armor: 25%

BATTLE TACTICS

The infantry is the mainstay of every army. The militia, axe fighters and swordsmen are all deployable against enemy units. The Storm attack is worth special mention as it can only be done by this unit. At your command, these soldiers run toward the enemy at high speed to mix themselves in battle. This tactic is especially useful against enemy bowmen and crossbow positions.



Because of their high speed their casualties are kept to a minimum. Your foot soldiers also fulfill other tasks. They can shield your cavalry against attacks from enemy lancers and protect your distance fighters.

A militia man is quickly ready for battle, you only need to give a recruit a battleaxe. But please consider that a militiaman is overthrown just as quickly and the gold for his training will have been wasted, yet in times of urgency, or by large stores of gold it still makes sense to recruit militia men who are very useful in battle against defenseless enemy distance fighters. Axe fighters and swordsmen can be recruited independently from each other as they are differently armed.



The best protection against enemy riders are the lancers and pike carriers, who have an enormous advantage in battle with their long weapons. Correct placement of the long weapon carriers is a little tricky as they are not as quick as the mounted opposition who can maneuver much faster.

BATTLE TACTICS

Should your knights be successful in holding up the enemy cavalry, your lancers and pike carriers can follow.

Support from distance fighters is doubtlessly an important tactical element. Your bowmen and crossbowmen can cause high losses among enemy troops from a safe distance.



As already mentioned, the distance fighters are not able to protect themselves at close quarters and must therefore be protected by other units. Fast advances into battle, surprise attacks behind enemy lines and reconnaissance missions are the tasks best suited to your riders. Faster than your foot soldiers, you can redirect your cavalry in battle to protect your own lines or to cleft enemy formations.

Because this unit uses the most raw materials, do not hesitate to order a fast retreat if they should not be successful in a mission. Now that you know the strengths and weaknesses of your soldiers it is time to think about their most favorable deployment.



If your troops are not sent into battle in the correct formation, or too far away then the enemy will be triumphant.

BATTLE TACTICS

Although I have already mentioned it, I must again urgently stress that your bowmen and crossbowmen be protected from enemy contact. They cannot shoot into close combat fighting without endangering their own comrades. Even if it is not the most honourable way to do battle an attack from behind the enemy is extremely effective.



The probability of a hit quadruples, which means that the enemy is practically unprotected. In the example you can see that the situation for the red soldiers does not look good because his units are much weaker than the opposition. Through a storm attack in the back of the blue lines the page turns quickly and the red troops are victorious. If the red forces were not so well positioned and could only attack from one direction, they would be massacred by the blue troops. I would also like to mention once more that it makes no sense sending riders against enemy lancers. The cavalry is fast enough to keep out of their way and that is exactly what you should command.

COMMANDS & SHORTCUTS

CONTROLLING YOUR MILITARY UNITS

SEND (Key: S)

With this key you can move your troops. After you have chosen an appropriate area a type of compass appears with which you can determine the direction of view of your troops when they have reached their location. If you do not set the direction the troops will face the currently set direction.



HALT (Key: H)

To bring your troops to a halt, use this key. They will stop on the spot and build their formation.



ATTACK (Key: A)

To attack opposing troops or buildings directly press this key. Note that the formation breaks and each soldier tries to reach his target alone.



LEFT TURN, RIGHT TURN

To change the direction your troops are facing use the arrow symbols. With bow and crossbowmen you can in this way roughly determine the object to be attacked.



STORM ATTACK

The storm attack can only be made by the Militia, axemen and swordsmen. This command is helpful for attacking retreating enemy units and against attacking distance fighters. Please note that during a storm attack you lose control of your troops and only when all units have completed the attack can you give further orders.

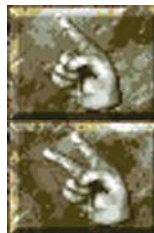


COMMANDS & SHORTCUTS

CONTROLLING YOUR MILITARY UNITS

CHANGING FORMATION

With these two buttons you can alter the arrangement of your troop formations. The new formation is then shown in the middle of the button. Try to find a tactically clever formation.



SEPARATE

Here you can separate the troops into two halves. When you have different types of soldiers in one group e.g. Militia and axemen a new group will be formed from one troop type. When the group consists of one troop type it halves itself to make a new group.



COMBINE (Key: V)

This command makes it possible to combine two troops. The troops must be of the same military category. Therefore, long weapon carriers and cavalry, or distance fighters and infantry cannot be mixed into one group. The troop that gives the order joins the chosen target group.



ORDERING FOOD

Occasionally, you must supply your troops with food. In contrast to the civilians, the soldiers are directly supplied with food. As soon as you have given the order, your helpers will give each hungry soldier food out of the storehouse. To keep the route for your helpers as short as possible it is recommended moving the troops closer to a storehouse.



CHANGING GAME SPEED: (KEY: F8)

Press the F8 key to increase the game speed, and press it again to slow it down again. When you are doing battle, I recommend reducing the game speed. This function is not available in Multi-player games.



COMMANDS & SHORTCUTS

KEYBOARD FUNCTIONS

KEY	FUNCTION
A	Attack
S	Send
H	Halt
V	Combine
1	Selection of buildings
2	Distribution of wares
3	Statistics
4	Options
F8	Game speed increase / decrease
F12	Pause
Escape (ESC)	Leave menus
Del	Delete messages
Space	Move camera to site of attack

SPECIAL KEYS IN MUI

Return / Enter Open 1



PLAYING SINGLE MISSIONS

In this game mode you can train before you send your noble warriors into battle. choose one of the desired missions from the seven listed below and then start the game.



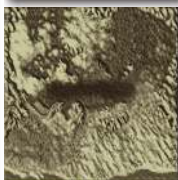
Durch die Wüste
Größe: 176x176
Anzahl der Gegner: 5

Across the desert
Size: 176x176
Number of
opponents: 5



Durch Sand und Schnee
Größe: 160x132
Anzahl der Gegner: 5

In a strange land
Size: 176x176
Number of opponents: 3



Durch Sand und Schnee
Größe: 160x132
Anzahl der Gegner: 5

Snow and Sand
Size: 160x132
Number of
opponents: 5



Land des schmalen Stroms
Größe: 176x176
Anzahl der Gegner: 3

Land of quick river
Size: 176x176
Number of opponents: 5



Schwarzes Gold
Größe: 176x176
Anzahl der Gegner: 5

Black Gold
Size: 176x176
Number of
opponents: 5



Gebirgswälle
Größe: 144x128
Anzahl der Gegner: 3

Mountain walls
Size: 144x128
Number of opponents: 3



Im Reich des Schwebels
Größe: 176x176
Anzahl der Gegner: 3

Realm of the
darkness
Size: 176x176
Number of
opponents: 3



Gebirgswälle
Größe: 144x128
Anzahl der Gegner: 3

THE MULTIPLAYER GAME

In this mode, you can test your strength against up to five other ruling barons. Whoever manages to utterly destroy all enemy armies, towns, and villages wins the game.

The participating players click first in the main menu on Start Multi-player then you will be asked to enter the name you would like to use in the game. Then click on continue. In the following options list you will be asked whether you want to create a new game or join an existing game. IMPORTANT! Before every round you should agree with other participants who is to be the leader of the game "that is, who creates the game. Other players then have to join this game.

Creating a new game round

Choose per mouse, out of the top window the connection type.(e.g. IPX for DirectPlay, TCP/IP for DirectPlay etc.) and then click on "Create game." You will be asked for the names of players in the game and then taken to the menu with the game parameters. As game leader you alone have the right to set all frameworks and conditions for the game. You should begin with the choice of your game color. Click on one of the areas marked "Not Occupied." Your subjects and buildings will be shown with a colored rectangle, left, next to the chosen, marked area. Further information you will on the next screen.

Possessions:

Here, you can set various Start Options.

- | | |
|-----------------------------|--|
| Nothing | Each player starts with a storehouse and a few serfs and laborers. |
| Troops | Each player receives some additional troops for the defense of their town. |
| Troops and Buildings | Your town already has some buildings. |

THE MULTIPLAYER GAME

Start position

Here you can determine the distribution of players' positions.

Sequence

The positions, depending on the players' color, are put on their locations on the map.

Random

The positions are distributed randomly.

Messages

This window displays all messages that players exchange with one another by using the Send function.

Send

Here, use your keyboard to send messages to opposing players. Pressing Enter displays the messages in the Messages window. This function is especially useful for agreeing beforehand on things such as how much raw material should be used, on which map the game should be played, and so on.

Description

This displays the maximum number of players, the size of the map, and the type of scenario (construction or battle) selected.

Scenarios

This is where you select the multiplayer map on which the game will be played. You can get information about the map in the Description window. You can also use this window for multiplayer games already saved. just select the saved game in the Scenario window and distribute the players to their original positions. The saved game situations are then transmitted to the different PCs. This can take a little time, depending on the performance of the connection selected.

When all players are ready and the parameters have been selected, the game leader clicks Start, and the game begins.

THE MULTIPLAYER GAME

This is where you select the multiplayer map on which the game will be played. You can get information about the map in the Description window. You can also use this window for multiplayer games already saved. just select the saved game in the Scenario window and distribute the players to their original positions. The saved game situations are then transmitted to the different PCs. This can take a little time, depending on connection selected.

When all players are ready and the parameters have been selected, the game leader clicks Start, and the game begins.

The list is updated every so often; the interval between updates depends on the type and quality of the connection. You can speed up the Search process if you click Search for Game. When you've found and selected the game you want, you can enter the Parameter menu for the multiplayer game by clicking Join Game.

To select your game colors, click one of the Not Occupied buttons. Your subjects and buildings now have the same color as the rectangle beside the selected button. You can influence the other game parameters only indirectly, by using the Send function to send a message to the game leader. And of course you can use the Send button to communicate with the other players.

Generally speaking, when you are in the multiplayer mode, clicking Cancel returns you to the previous menu. The game in this mode is identical to Single Player mode and differs only in respect of the messages and alliance functions.

Messages

To send a message to one or more players click on the post horn bottom right next to the control panel, then select in the window the address or addresses desired and then type your message. The message is sent when you press the “Enter” key. Players not selected in the window do not receive the message. Alternatively, you can press the “Enter” key to open the messages window. Incoming messages are shown in the roll of parchment as in the single player mode above the post horn symbol. When you click on a parchment you open the message, you can then read, close or destroy it.



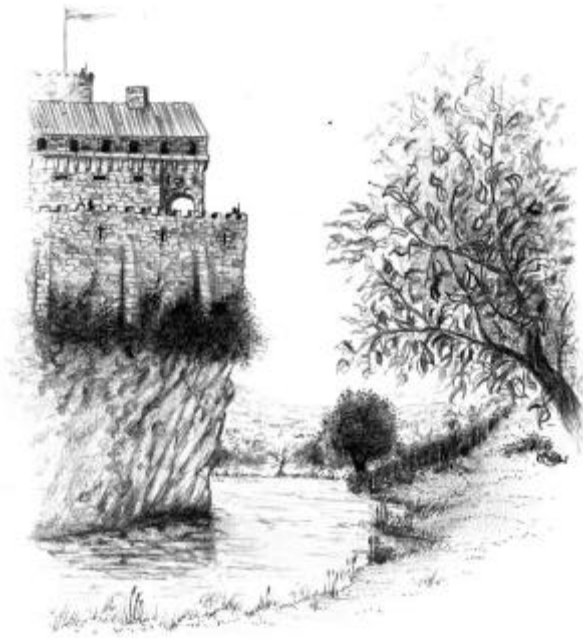
THE MULTIPLAYER GAME

Alliances

The scroll under the post horn enables you to forge temporary alliances. If only you and your allies are left in the annul the alliances and then try to defeat the remaining barons or rulers in battle. **There can be only one winner!**



To forge an alliance with a particular player, click on his/her name. From that point on, your troops will not attack that player's troops. To annul the alliance, click again on your ally's name. When you confront other armies, you can easily tell which ones will or won't attack you (under current conditions at the "is friendly" or "is hostile" message).



QUESTIONS & ANSWERS

My serfs keep getting in each other's way. I'm losing a lot of valuable time because of this. What can I do about it?

A carefully planned network of roads is absolutely vital for a functioning economy. First, you can broaden the roads. The most important buildings in your town should be connected by a main axis that is three fields in breadth. Another way to avoid congestion is to enlarge the squares in front of your most-frequented buildings, such as the storehouse and inn. Having multiple storehouses helps, too.

My laborers don't seem to bother about completing building construction. They only busy themselves with road construction. Why?

All laborers have road construction as their main priority; because roads enable the transport of your materials. But try not to simultaneously construct too many roads or roads that are too long. Normally, you should never construct more than two buildings with connecting roads at the same time.

What are the differences between wine, bread, and sausages in the food supply chain?

There is a big difference between the needs of the civilian populace and the military. Both have a Status Bar that tells you whether they need nourishment or not. The serfs and laborers need more food than the military. If a serf eats a sausage, which has a high nutrition value, the Status Bar fills up (like the serfs stomach!). Bread does not have quite the filling effect of a sausage, and wine has least of all. This means if you give your serfs only wine to drink, they will be hungry again very soon.

The military's hunger is easier to satisfy. Just one sausage, loaf, or drink of wine, and their Status Bar fills up.

QUESTIONS & ANSWERS

Does it make sense to build several storehouse and inns?

In larger towns, yes. Your people will automatically search out the nearest inn; they will not walk for miles! If you have several storehouses, you can build outposts in which only certain kinds of produce are stored (see the section on Storehouses).

My pig and horse breeders aren't being supplied with enough wheat. What can I do?

You should always have a farm near your swine farm and stables to ensure wheat delivery. If you already have enough wheat on hand, you can go into the Distribution of Products and change the priorities of your various production centers (see the section on Game Menus).

My farmer needs too much time to work in his fields.

Try to lay out your wheat fields and vineyards in front of the door. So that the farmer does not have to walk miles to his fields!



TIPS & TRICKS

- To be victorious over your opponent, you must destroy all his military troops, storehouses, schoolhouses, and barracks.
- Construct two or more quarries right at the start of the game. This gives you enough stones for your buildings and road construction.
- Do not train any more than eight laborers, because they will get in each other's way. And the excessive workers must be supplied with food for the duration of the game.
- If your helpers are just standing around with nothing to do, stop the training process right away. Your labor force is big enough!
- Gold and iron mines play a major role in determining the strength of your military. Try to construct your town near these mines. And out-of-town industrial centers should have a storehouse of their own. Then the serfs don't have such a long distance to walk!
- Press the Delete key to quickly delete opened messages.
- When it is troop-feeding time, try to move them near to one of your storehouses. This shortens the distance the serfs have to walk to deliver the food to the waiting soldiers.
- Try to produce every kind of food. Then your people can satisfy their hunger at any time.
- Check your food reserves occasionally. If the level, slowly but surely decreases, it is time to build more production centers for bread, wine, or sausages. Otherwise, starvation threatens!
- Always order the right number of matching products from your weapons and armor production. For example, order only one longbow per suit of leather armor.
- At the start of the game, send your troops out to reconnoiter the surrounding area so that advancing enemy troops can be detected in time
- Large armies need a lot of food! Do not delay your attack too or the armies will eat you out of house and home!

CREDITS

JOYMANIA ENTERTAINMENT

PROGRAMMING:

Peter Ohlmann

GAME GRAPHICS:

Adam Sprys

LEVEL DESIGN:

Adam Sprys

André Quaß

SOUND TRACKS, EDITING AND MIXING:

Tonstudio Mannheim

MUSIC:

Gerd Hofmann

Joachim Schäfer

Jürgen Rebhann

Klaus Staendike

Steffen Schüngel

ILLUSTRATIONS:

Boleslaw Kasza

Christoph Werner

ZUXXEZ ENTERTAINMENT AG

PRODUCER

Uwe Schäfer

MANUAL:

Peter Ohlmann

Uwe Schäfer

BETA TESTING:

Peter Ohlmann

Adam Sprys

Alexandra Constandache

Dirk P. Hassinger

Achim Heidelauf

Uwe Schäfer

Ingrid Schäfer

Dirk U. Jantz

Ion Constandache

Yaman Egeli

Roman Eich

Iris Mocsnek

Anke Jantz

Paul Hassinger

Liza Hassinger

GAMES DIRECTOR

Achim Heidelauf

CREDITS

CUTSCENES:

DIRECTION-:

Slawomir Jedrzejewski

Kajetan Czarnecki
Wojciech Drazek
Daniel Duplaga
Rafal Januszkiewicz
Andrzej Rams
Piotr Rulka
Krzysztof Rybczynski
Grzegorz Wisniwski

SPEAKERS:

Erzähler:
Claus Boysen

Tim Timmermann
Peter Houska
Dirk Mühlbach
Ralf Ditze
Gerhard Piske
Gernot Wassmann

HANDBOOK SET+DESIGN:

Uwe Schäfer
Alexandra Constandache

MANUAL TEXTS:

Peter Ohlmann
Uwe Schäfer

ARTWORK:

Boleslaw Kasza
Adam Sprys

OPENING ANIMATION:

Uwe Schäfer
Christian Bigalk
Zusätzliches 3D - Modelling:
Niels Horstmann

SPECIAL THANKS TO:

Tadeusz Zuber
Dieter Ohlmann
Alexandra Constandache
Ingrid Schäfer
Andrea Rumpelt





